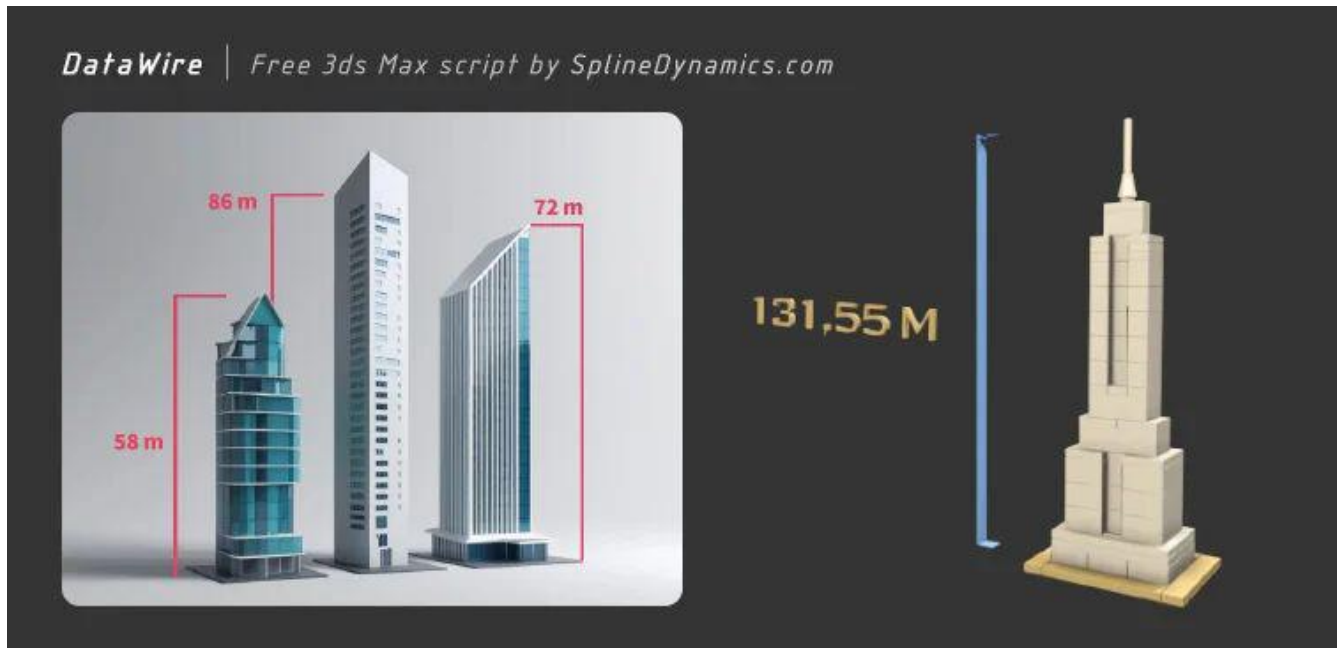


Spline Dynamics - Free 3ds Max Scripts Pack



Start Here

Thanks for downloading this collection of free 3ds Max scripts.

These tools are designed to help you speed up your workflow, automate repetitive tasks, and solve common production challenges. All scripts include editable source code, so you can also learn from them or extend their functionality.

Please note: These scripts are provided as-is and have not been extensively tested in all scenarios. Use them at your own risk.

What's Included

Below is a quick overview of all the tools included in this pack:

- **IFL Playback Manager**

Manage and control animated textures using .ifl files.

Adjust playback timing, speed, and synchronization across multiple materials.

- **DataWire**

Expose object properties (polycount, dimensions, spline length) as wireable parameters.

Ideal for automation, infographics, and procedural setups.

- **ScreenLock Reference**

Lock reference images directly to your camera view.
Perfect for modeling, projection mapping, and layout alignment.

- **Object-Bound Camera Clipping**

Control camera clipping planes using scene objects.
Useful for precise camera setups and visualization workflows.

- **Camera Array**

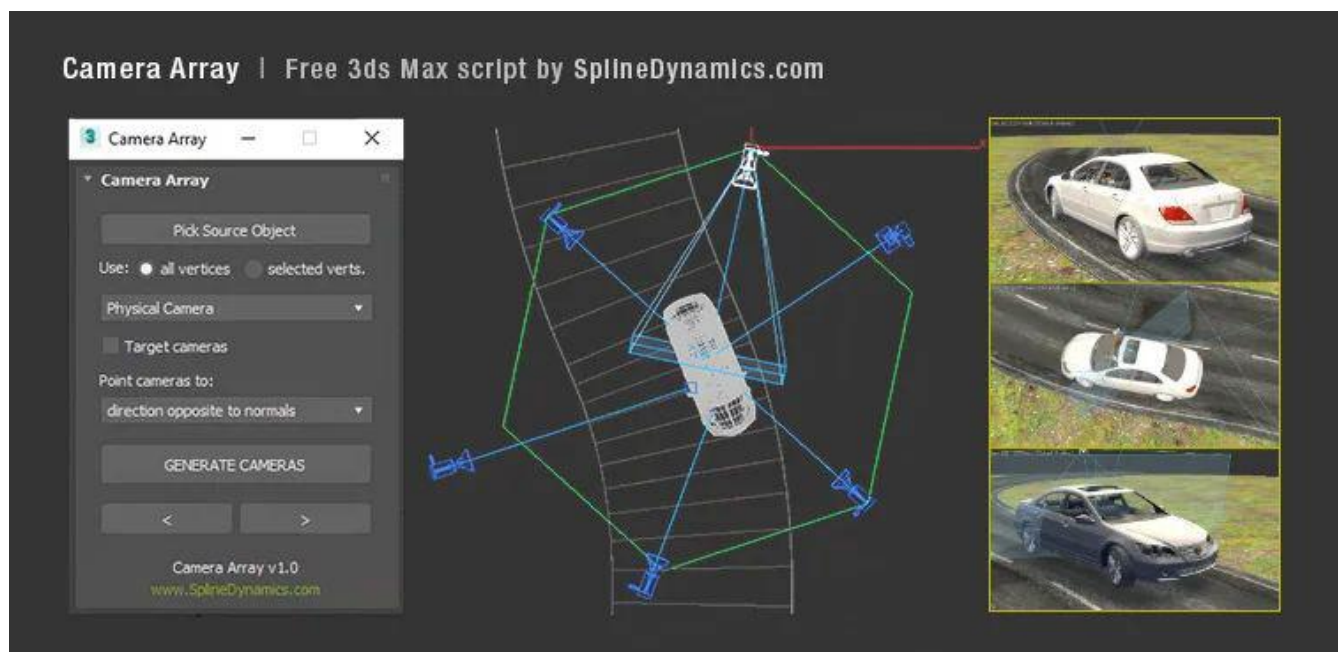
Generate arrays of cameras from mesh vertices or spline knots.
Great for multi-angle rendering, scanning setups, and experiments.

- **Multimaterial from Files**

Create multimaterials automatically from multiple image files.
Fast setup for texture variations and look development.

- **Wirecolor to Material**

Convert object wirecolors into materials automatically.
Clean and organize scenes quickly.



- **Align Multiple Objects**

Align objects along an axis based on selection order.
Simple but powerful layout tool.

- **Quick Batch Render**

Batch render multiple .max files with minimal setup.
Ideal for overnight rendering workflows.

- **Show Textures in Viewport (On/Off)**

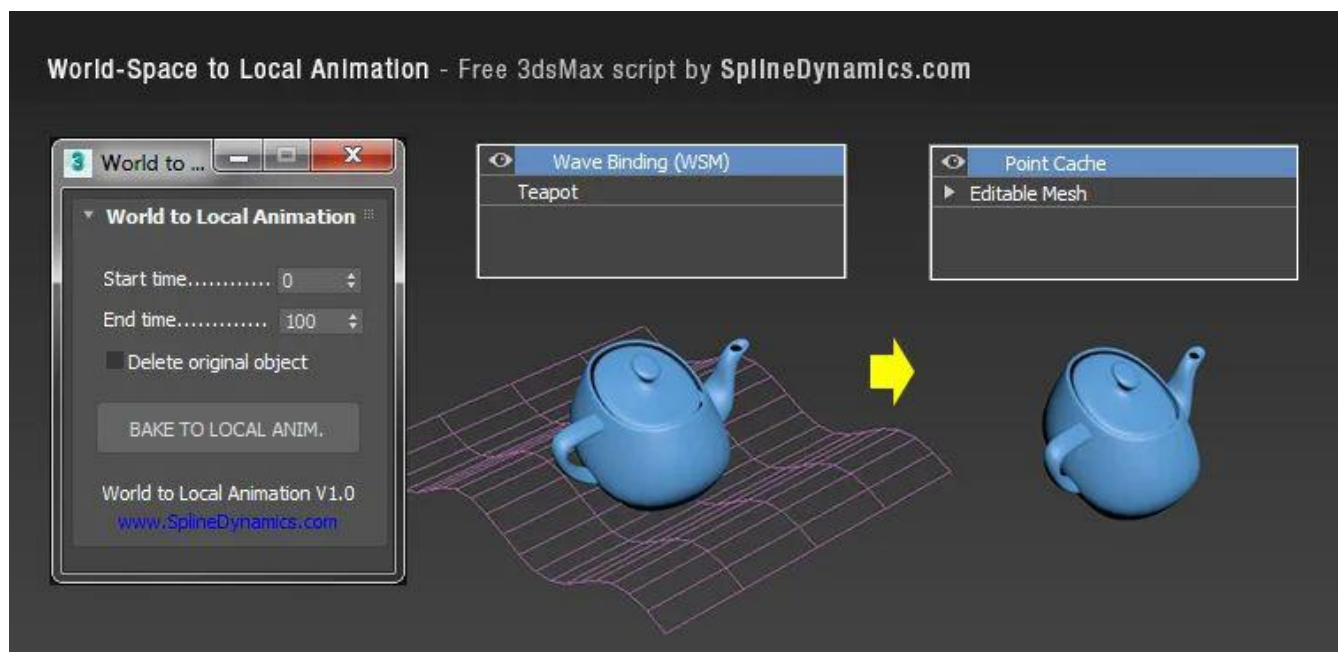
Toggle viewport texture display quickly.
Useful for scene optimization and preview control.

- **World-Space to Local Animation**

Bake world-space animation into local point cache.
Continue editing deformation with modifiers.

- **Randomize Spline Material IDs**

Assign random material IDs to splines.
Useful for variation and procedural setups.



- **Bake Splines Animation**

Convert spline animation into vertex animation.
Supports multiple animation types.

- **Vertices to Splines**

Generate splines from mesh vertex normals.
Great for hair, spikes, and procedural effects.

- **Get Materials (One Click!)**

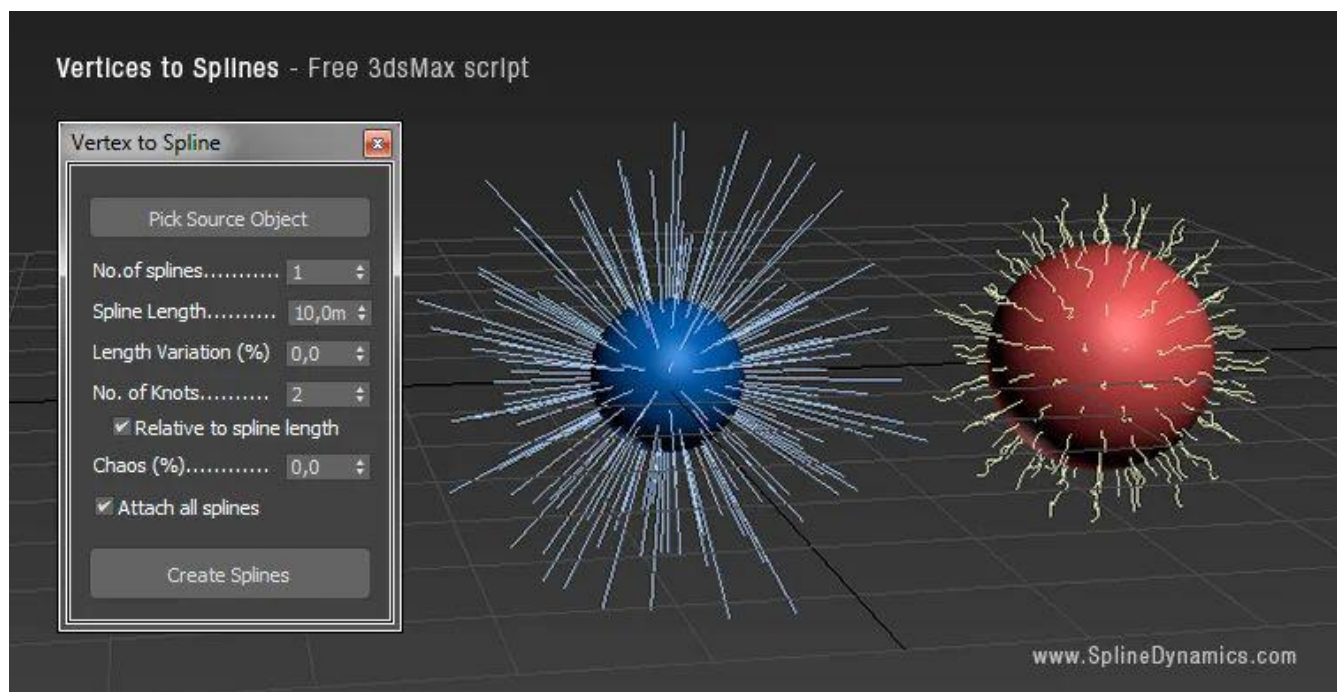
Open and organize materials from selected objects instantly.
A small tool you'll use constantly.

- **NURBS to Splines**

Convert multiple NURBS curves into editable splines quickly.

- **Trajectory to Spline**

Generate splines from animation paths (objects, bones, particles).
Useful for VFX and motion graphics.



- **Total Animation Baker**

Bake complex scene animations into keyframes.
Ideal for export pipelines and game engines.

- **Delete Unselected**

Delete everything except selected objects.
Perfect for cleaning scenes before export.

- **Quick Skybox**

Generate cubemap/skybox images from your scene.

- **Render Still Cameras**

Batch render multiple still cameras in one pass.
Fast and efficient rendering workflow.

Installation (Quick Guide)

1. Drag the script file (*.ms) into any 3ds Max viewport
2. Go to: Customize → Customize User Interface → Toolbars
3. Category: **Spline Dynamics – Free Scripts**
4. Drag the script to a toolbar



USEFUL LINKS

Explore more tools and resources:

Free Scripts Library

<https://www.splinedynamics.com/free-3dsmax-scripts/>

Premium Plugins

<https://www.splinedynamics.com/3dsmax-plugins/>

YouTube Channel

<https://www.youtube.com/c/Splinedynamics>

Want More Powerful Tools?

These free scripts are just a starting point.

If you want to:

- automate complex workflows
- clean large scenes efficiently
- build advanced procedural setups

Check out our [premium plugins](#) designed for production environments.

Need Something Custom?

We also develop custom scripts tailored to your specific workflow.

Explore our ***Script Development Services***:

<https://www.splinedynamics.com/custom-3ds-max-script-development-and-optimization-services/>

Support This Project

If you find these tools useful, you can support this initiative on our website:

<https://www.splinedynamics.com/free-3dsmax-scripts/#contribute>

Your support helps us continue developing new tools and sharing them with the community.

Final Note

We hope these tools become part of your daily workflow.

If you have ideas for new scripts, improvements, or bussiness proposals, we'd love to hear from you.

[Contact us.](#)